

FIG. 1
(Prior Art)

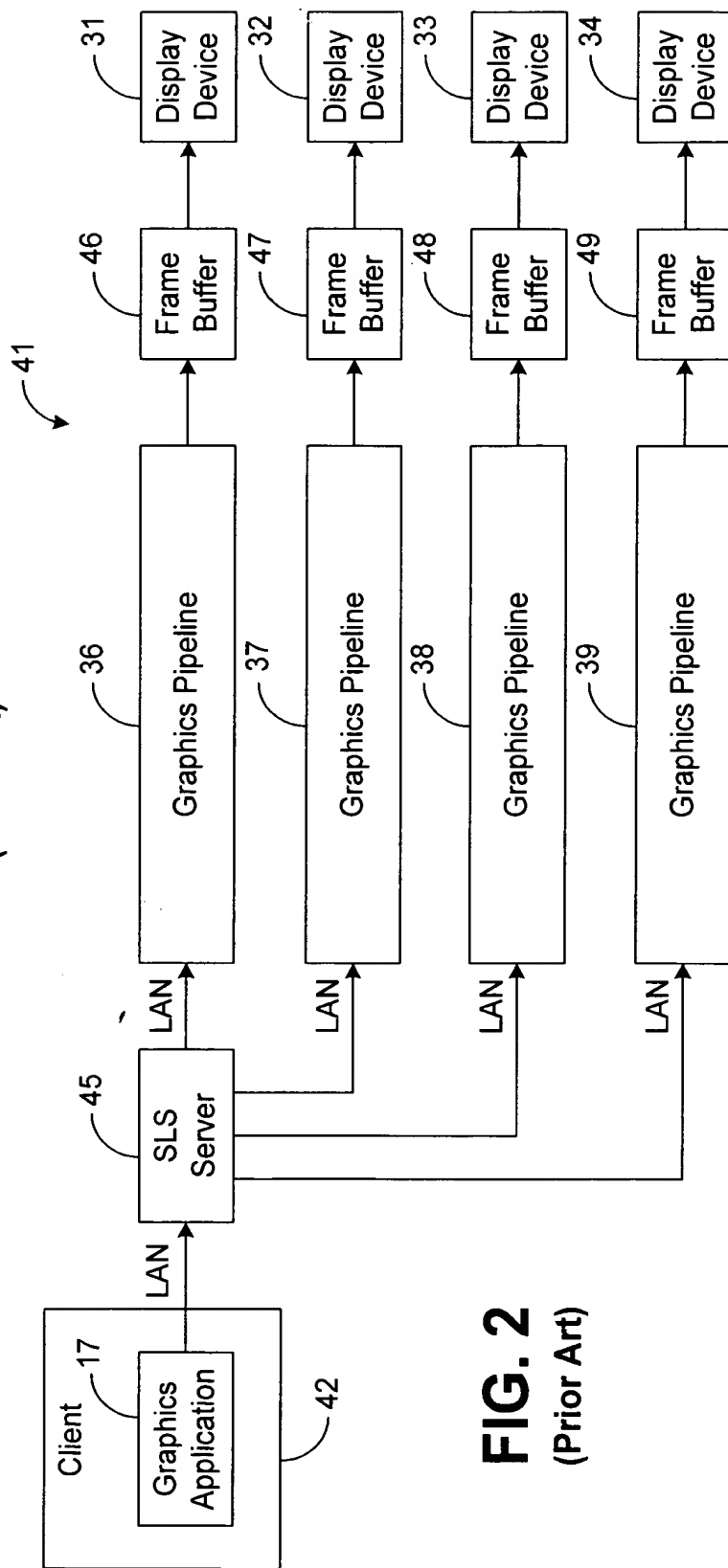


FIG. 2
(Prior Art)

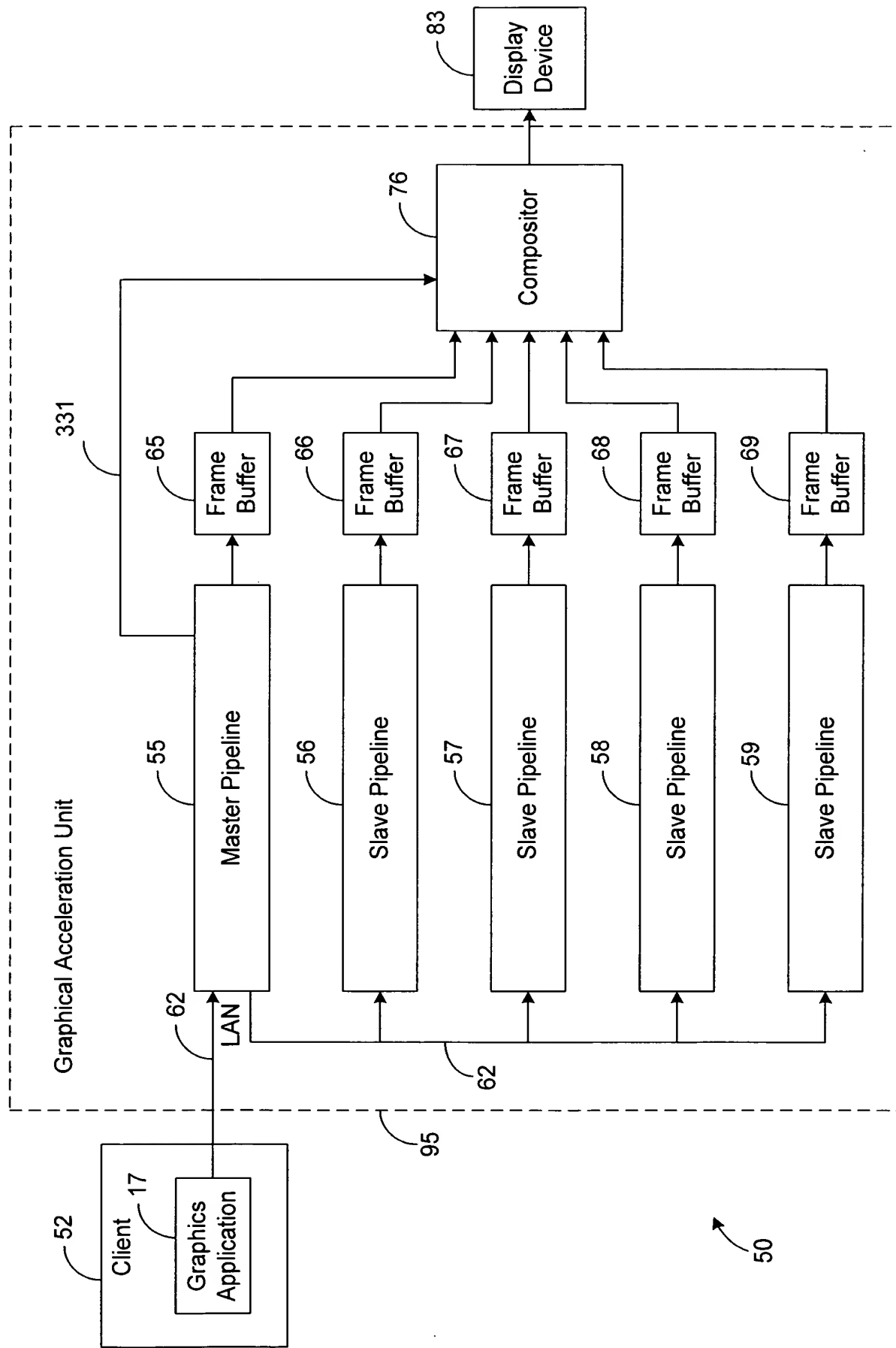


FIG. 3

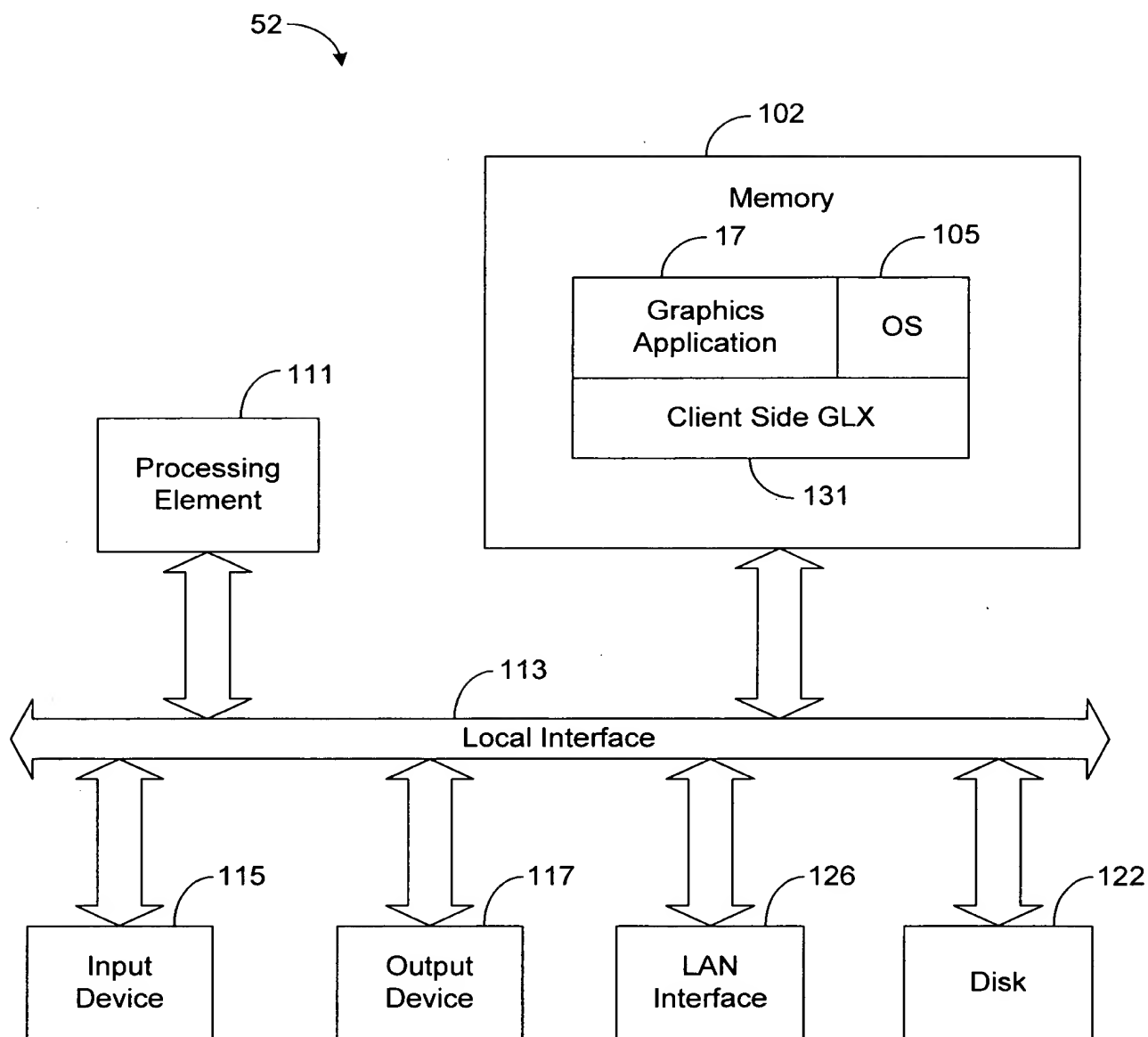


FIG. 4

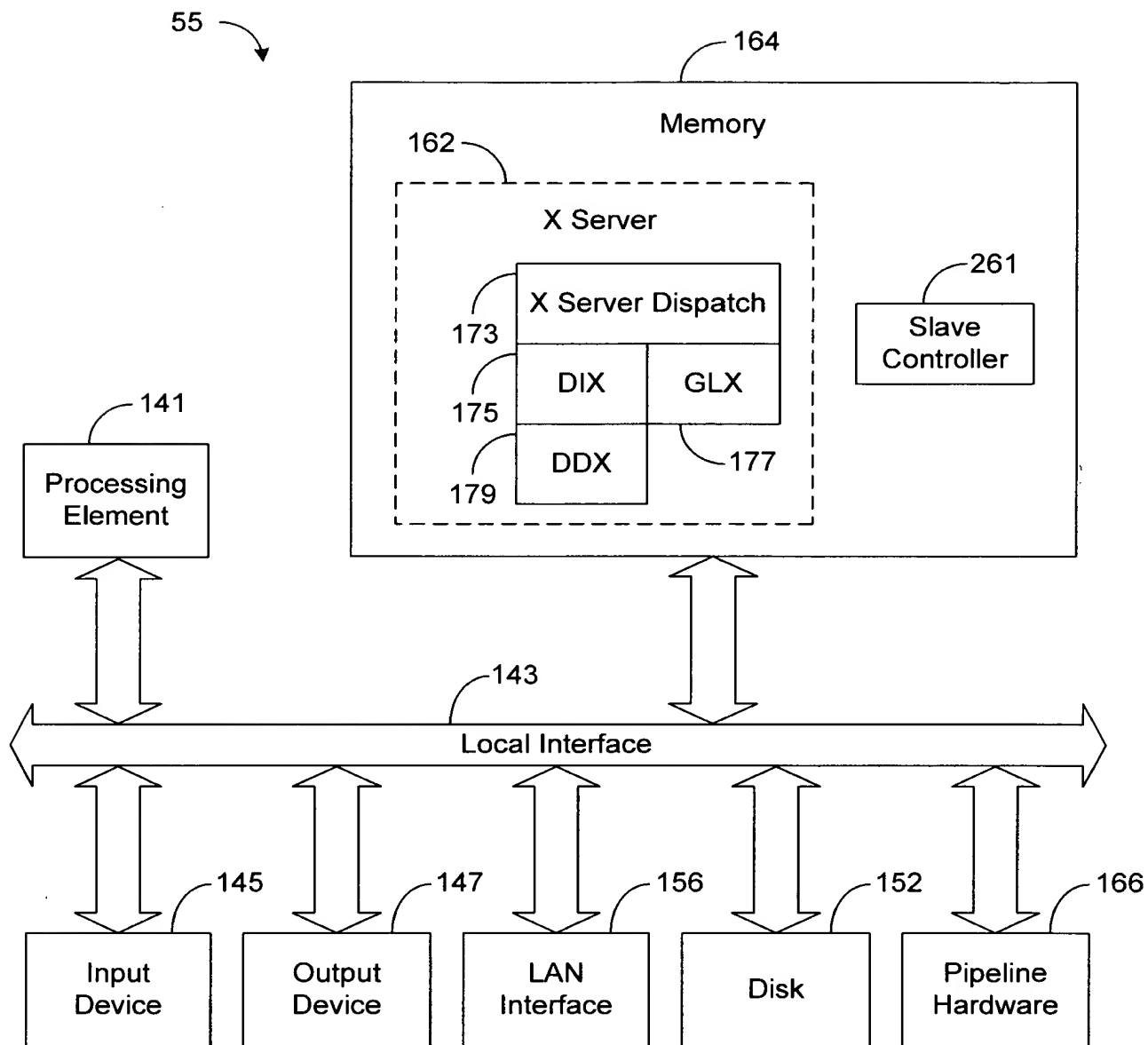


FIG. 5

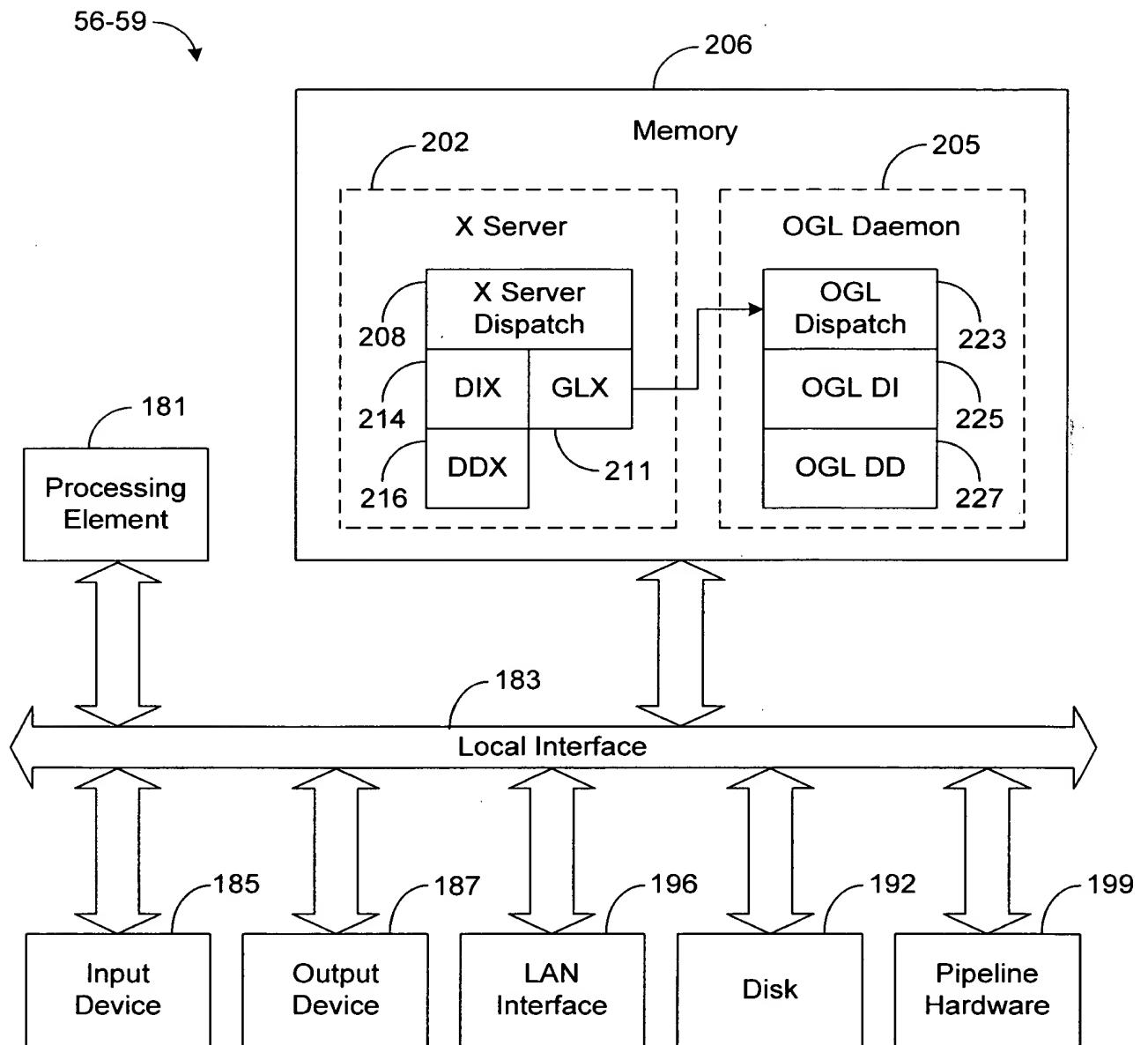


FIG. 6

The diagram illustrates a graphical user interface (GUI) window 83. A coordinate system is shown in the bottom-left corner with the origin (0, 0) and axes X and Y. The window 83 has a bounding box defined by coordinates (0, 0), (2000, 0), (2000, 2000), and (0, 2000). Inside the window 83, there is a nested window 249. The nested window 249 has a bounding box defined by coordinates (500, 500), (1500, 500), (1500, 1500), and (500, 1500). The nested window 249 contains a smaller rectangle 245 with a bounding box defined by coordinates (700, 700), (1300, 700), (1300, 1300), and (700, 1300). The center of the nested window 249 is marked with a dot at coordinates (1000, 1000). The nested window 249 has a title bar with a menu bar containing 'File', 'Edit', 'View', 'Interface', 'Measurements', 'Tools', 'Window', and 'Help'. Below the menu bar is a toolbar with various icons. The nested window 249 is labeled with the number 249 in the top-right corner.

FIG. 7

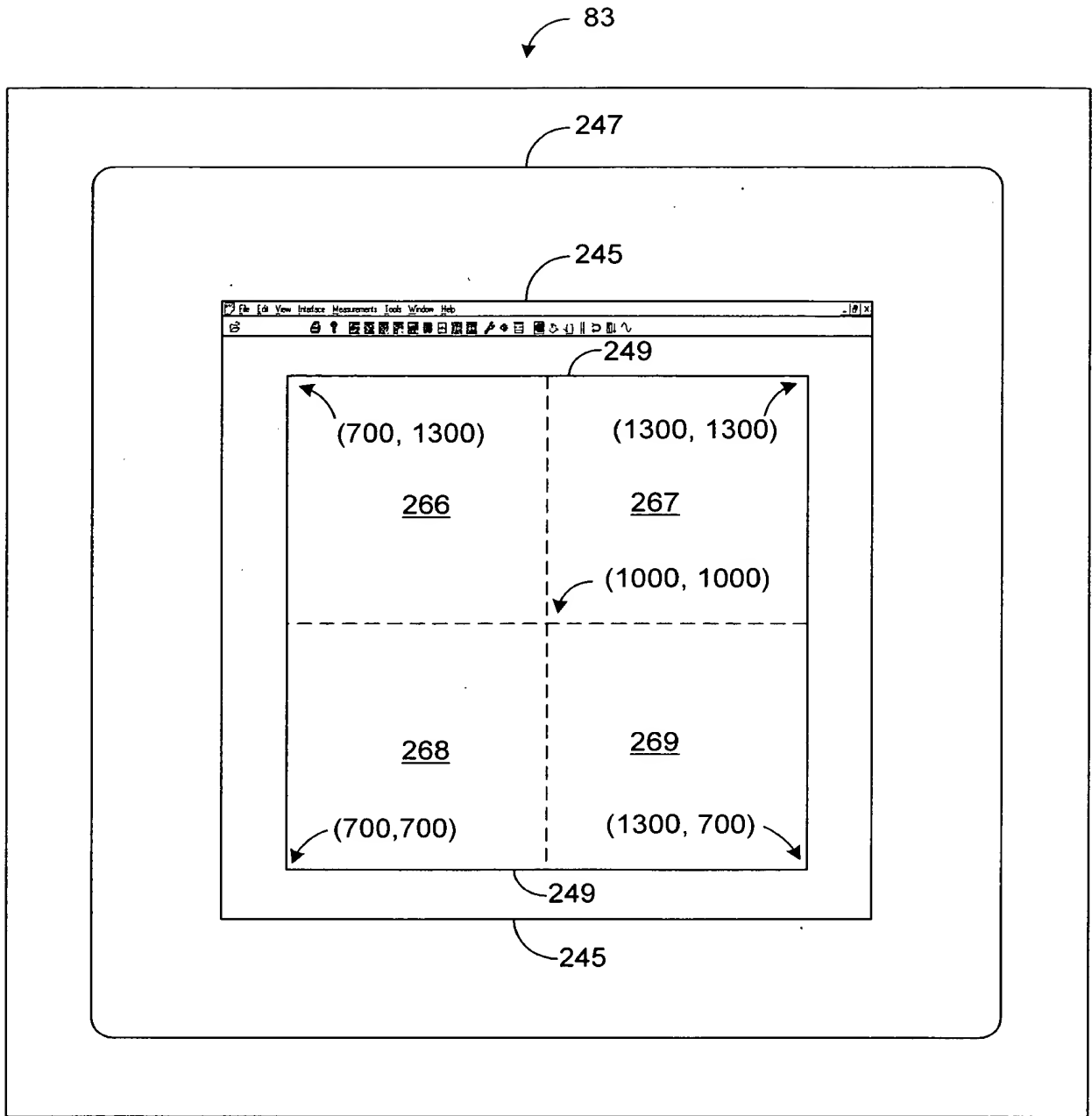


FIG. 8

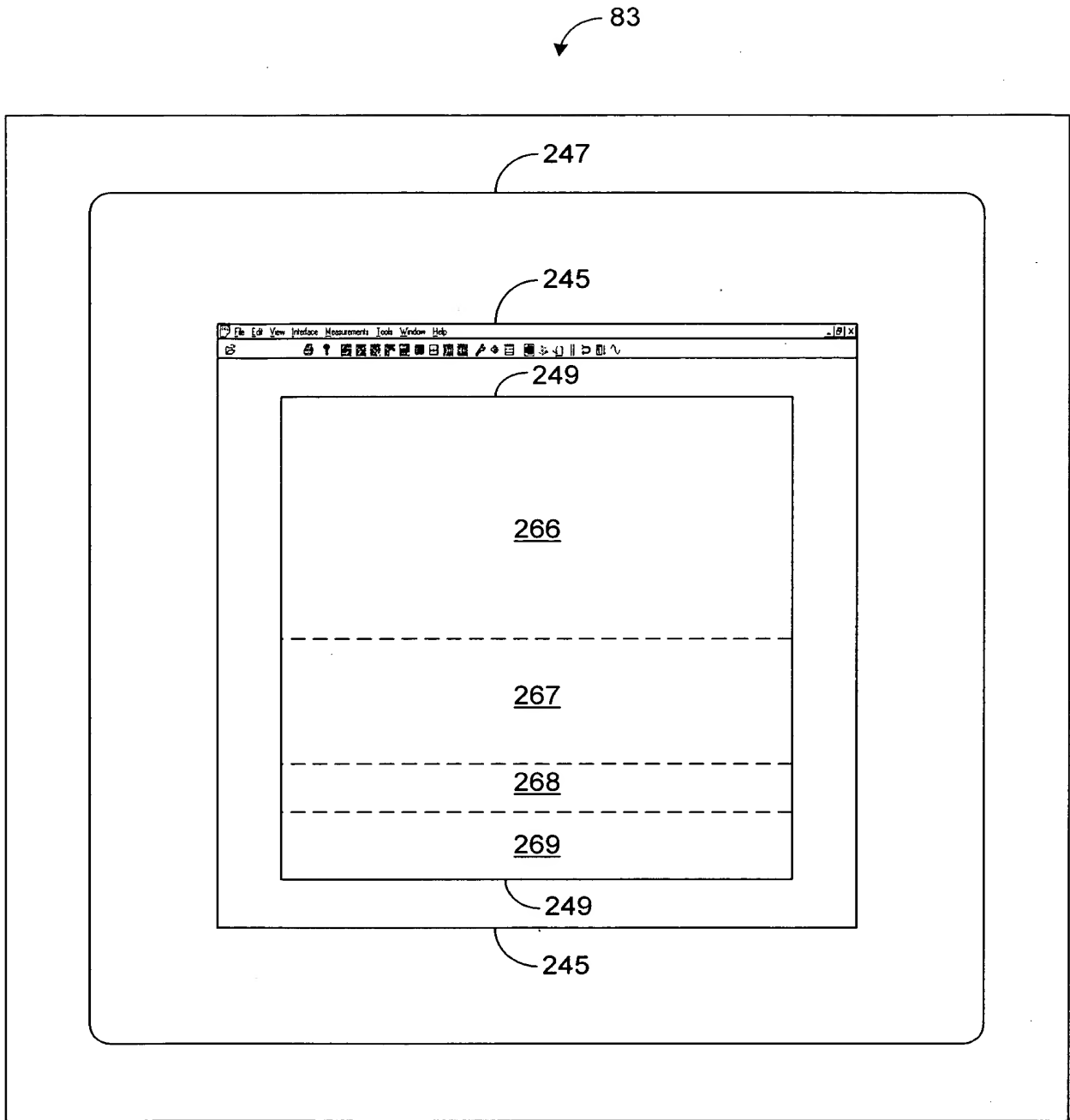


FIG. 9

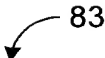


Figure 1 displays 12 histograms arranged in a 4x3 grid, showing the distribution of the number of non-zero elements in the vector x for different values of n . The columns are labeled $n=10$, $n=20$, and $n=30$. The rows are labeled $n=10$, $n=20$, and $n=30$. The x-axis for each histogram is labeled x and ranges from 0 to 10. The y-axis is labeled count and ranges from 0 to 10. The distributions are centered around $x=5$ for $n=10$, $x=10$ for $n=20$, and $x=15$ for $n=30$.

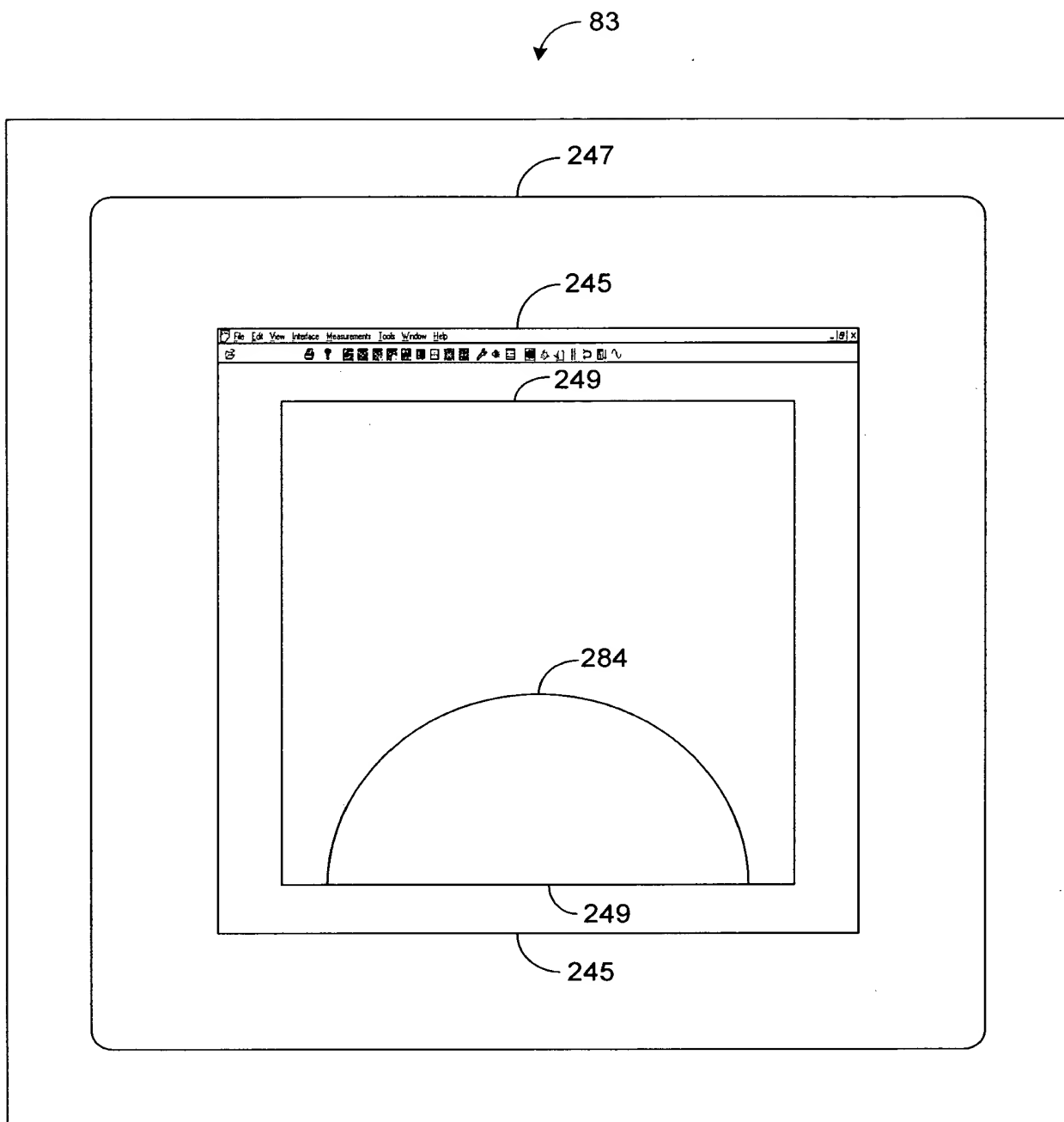


FIG. 11

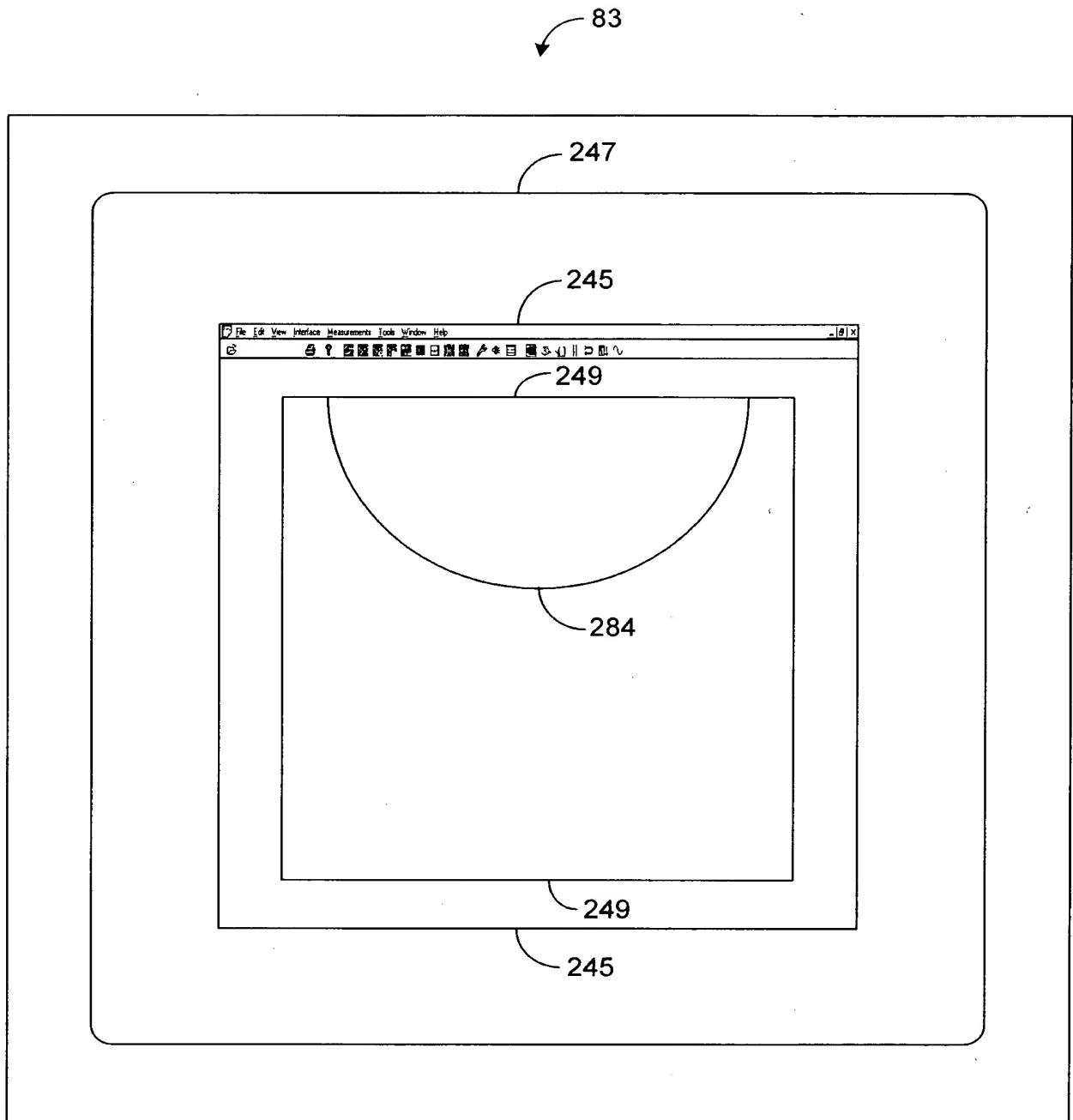


FIG. 12

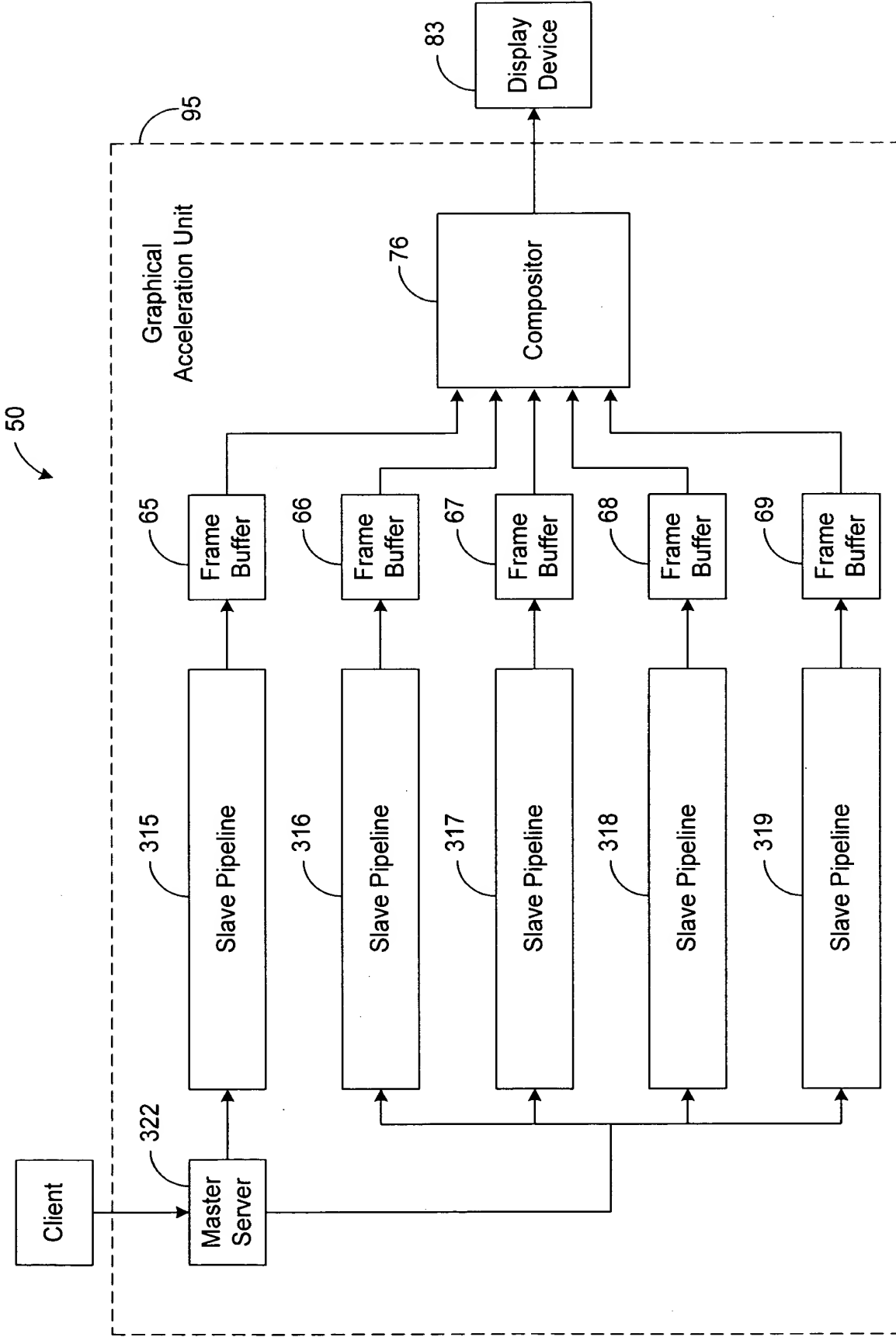


FIG. 13

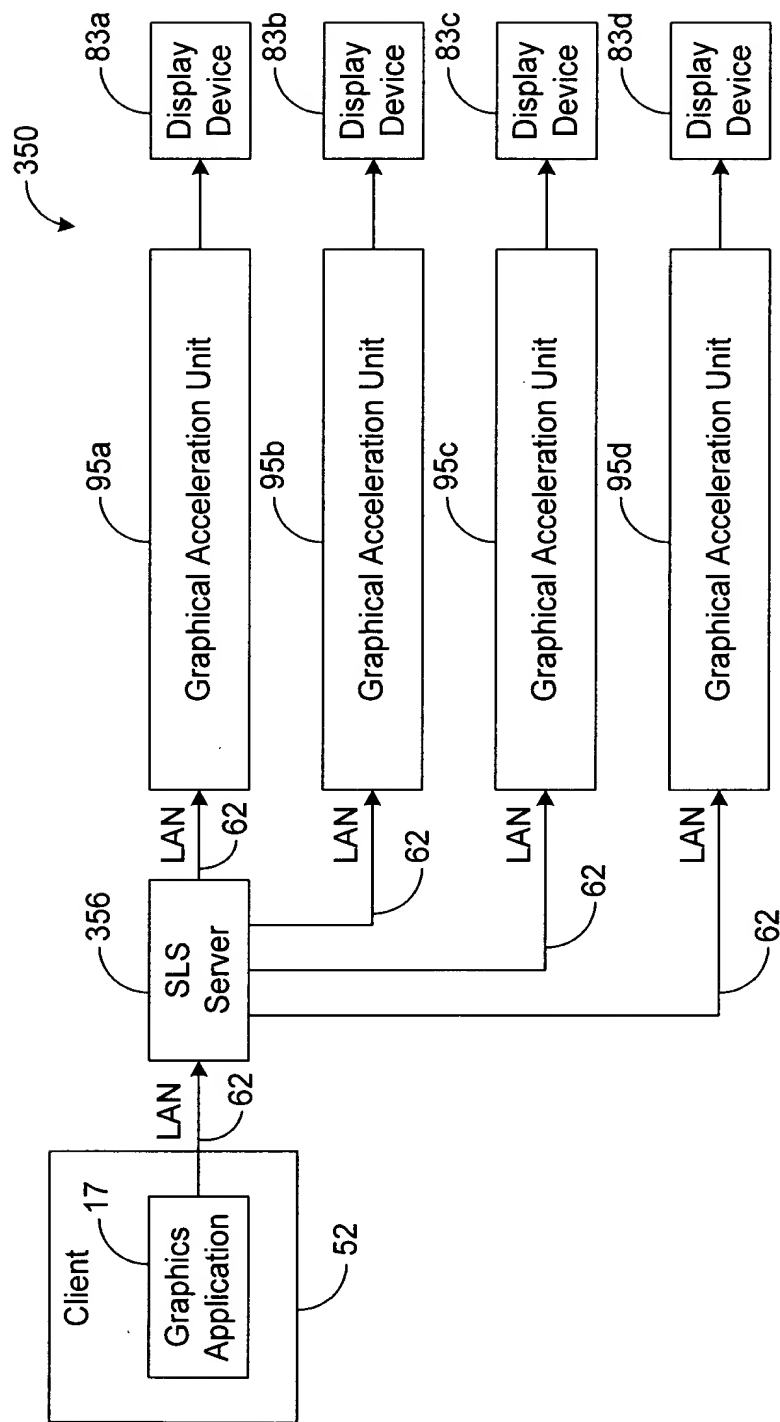


FIG. 14

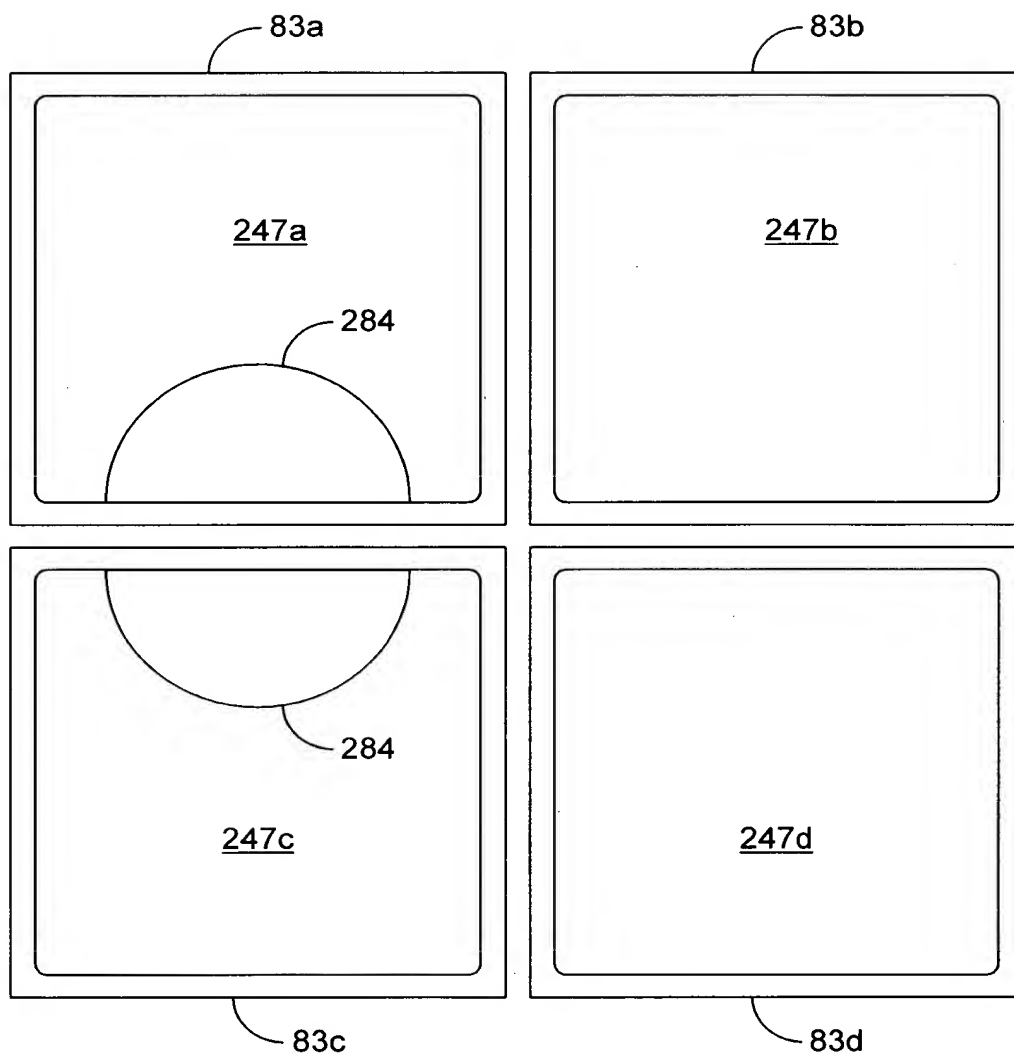


FIG. 15

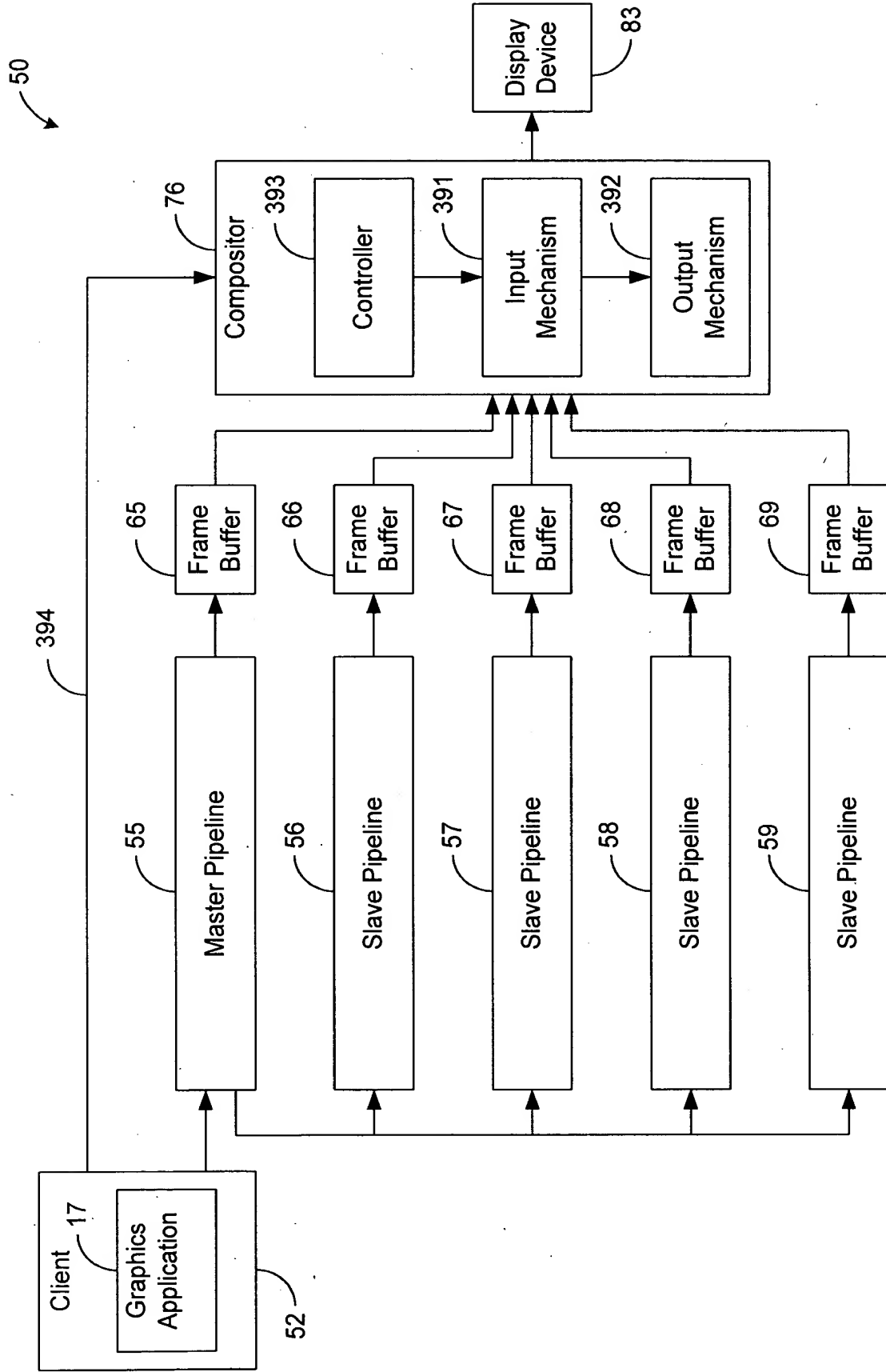


FIG. 16

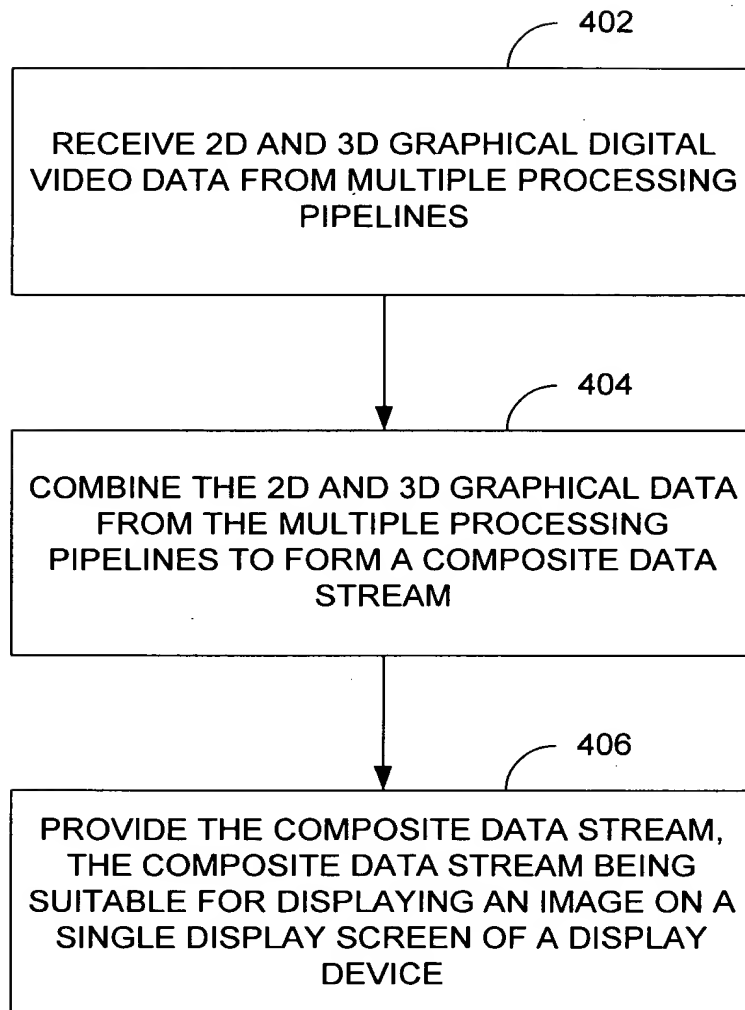


FIG. 17

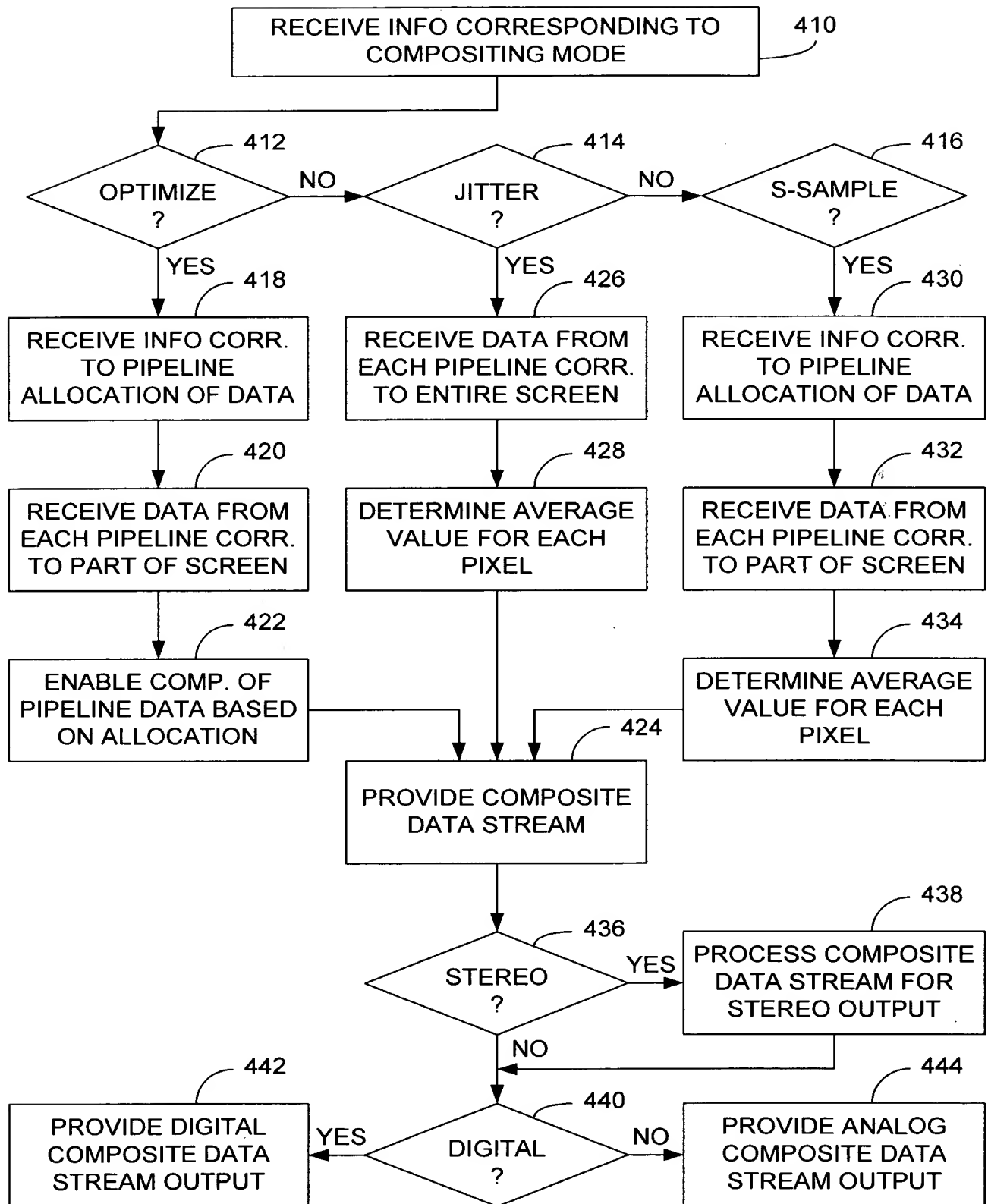


FIG. 18

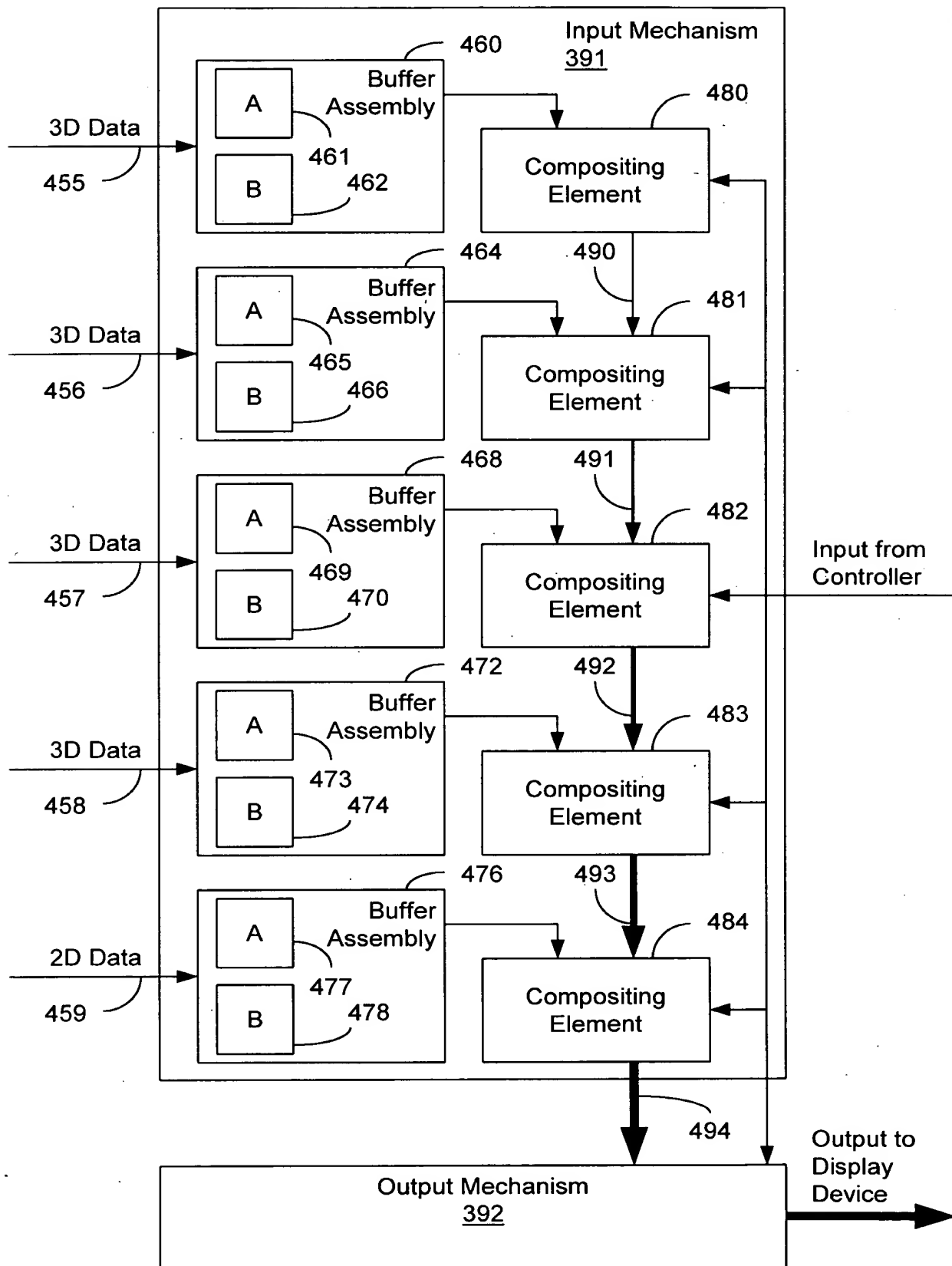


FIG. 19

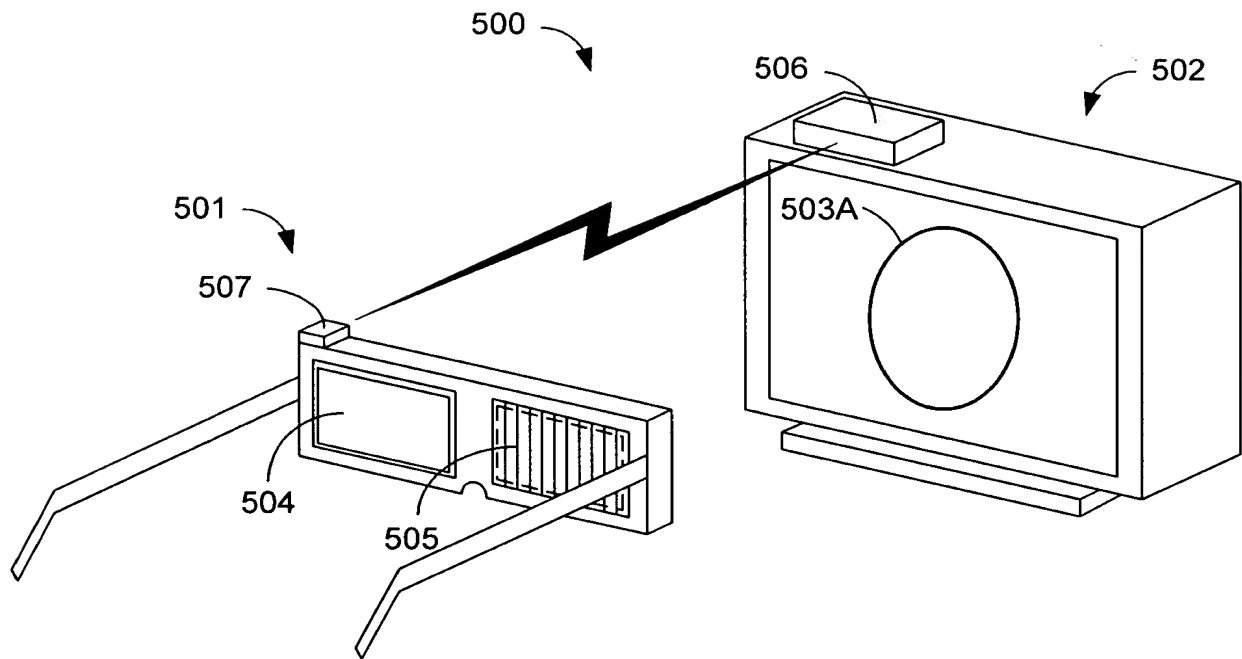


FIG. 20A

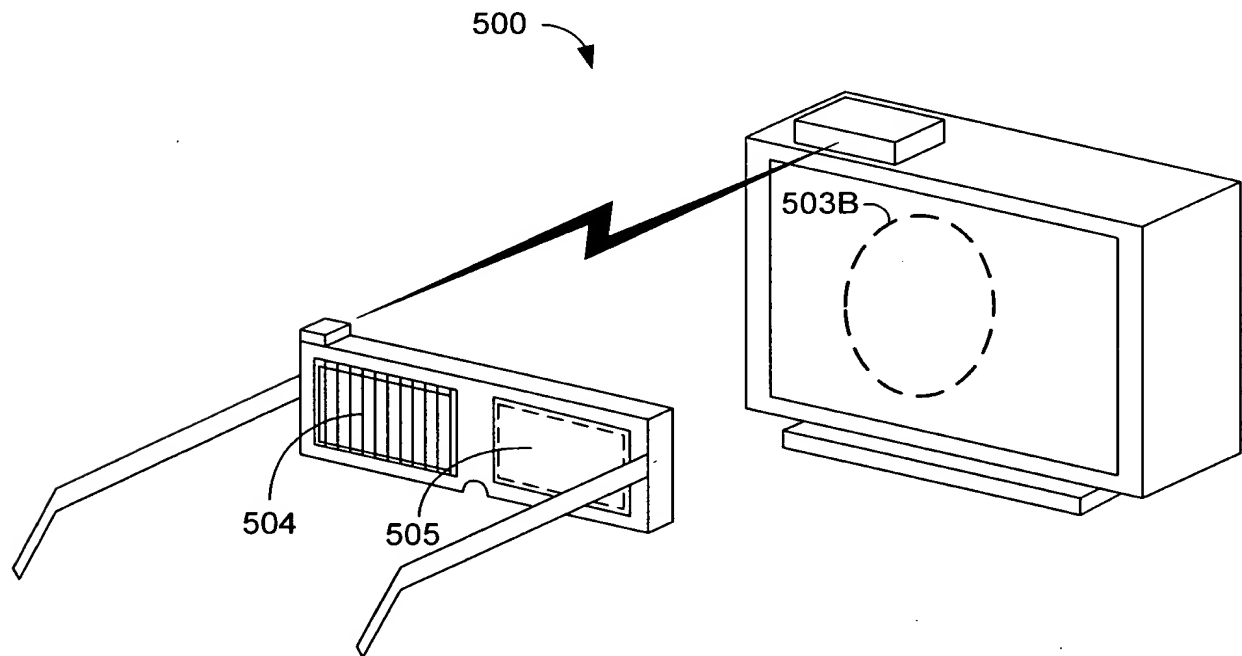


FIG. 20B

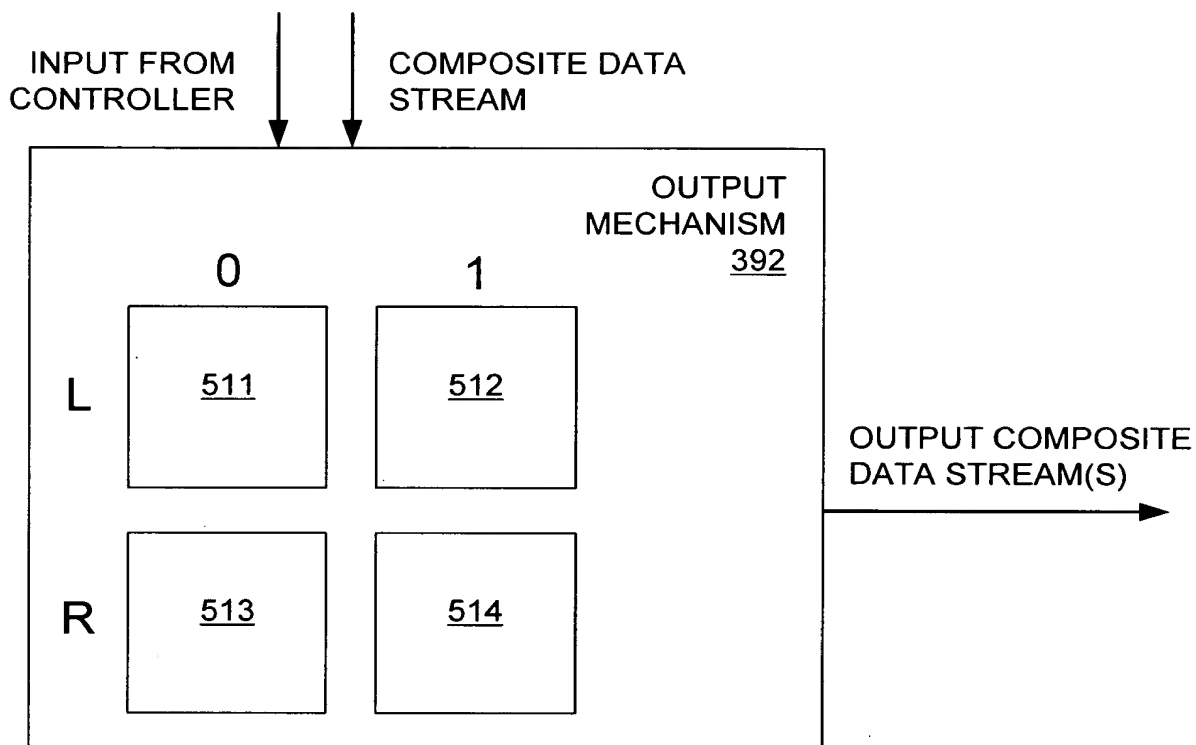


FIG. 21

FRAME BUFFER SEQUENCE	0L	0R	1L	1R
IMAGE SEQUENCE	1	2	3	4

FIG. 22

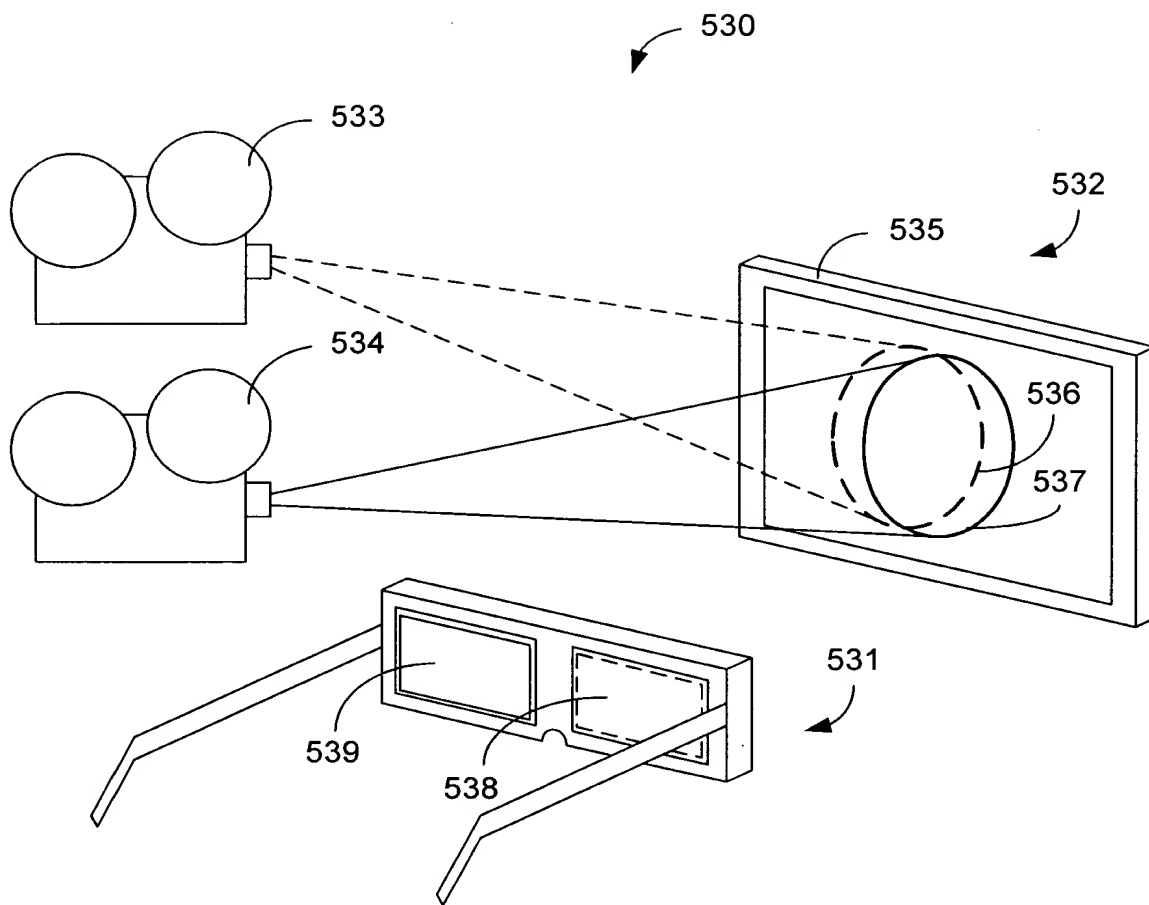


FIG. 23

FRAME BUFFER SEQUENCE	0L	0R	1L	1R
IMAGE SEQUENCE	1		2	

FIG. 24